

RAM Table Definitions - 10/1/97

**Task\_Queue:** Used to set up starting queues for the day at specific task locations.

start_tms	smallint	Time when process quantity enters the task location.
location_task_id (FK)	int	Task id
process_qty	int	Queue amount

**Task\_Flow:** Used to set up the flow pattern of work through the pharmacy.

to_task_id (FK)	int	Task where work flows to
from_task_id (FK)	int	Task where work flows from
allocation_pct	real	Percentage of work that flow from 'from_task_id' to 'to_task_id'
conversion_value	real	Conversion value of unit of measure from 'from_task_id' to 'to_task_id'

**Location\_Task:** Definition of a task for a specific pharmacy. It includes default throughput rates, capacity, and the min/max time constraints for working in the task.

location_task_id	int	Location Task identifier.
location_nbr (FK)	char(2)	Location identifier. Used to identify the pharmacy
task_id (FK)	int	Task id
hourly_rate	smallint	Default hourly throughput rate for task
max_resource_qty	smallint	Maximum number of people (resources) that can perform a task during a time period
color_cde	char(10)	Gantt chart color for task
min_time_msr	smallint	Minimum time that must be spent in a task
max_time_msr	smallint	Maximum time that can be spent in a task
sequence_number	smallint	Pert chart sequence number

**Task:** Used to store unit of measure for a task.

task_id	int	Task id
unit_cde	char(2)	ID for unit of measure for task
dsc	char(20)	Task description

**Unit\_of\_Work:** Used to store the description of the unit of work.

unit_cde	char(2)	ID for unit of measure
dsc	char(20)	Description of unit of measure

**Task\_Duration:** Stores the time a task must start and/or stop on a certain day. For example, NDP can not start Doctor Calls until 12:00 pm local time.

day_cde	char(1)	Day of week code
start_tim	smallint	Time of day the task can start
location_task_id (FK)	int	Location Task identifier
end_tim	smallint	Time of day a task must end

**Day\_of\_Week:** Stores the 7 day codes for Monday - Sunday.

<b>day_cde</b>	char(1)	Day of week code
<b>nme</b>	char(8)	Day of week name

**Location\_Shift:** Defines the shifts for a specific pharmacy.

<b>shift_id</b>	int	Shift ID
<b>dsc</b>	char(10)	Shift name
<b>location_nbr (FK)</b>	char(2)	Location identifier. Used to identify the pharmacy
<b>start_tim</b>	smallint	Start time of the shift
<b>end_tim</b>	smallint	End time of the shift
<b>type_code</b>	char(2)	Specifies if shift is productive or non productive time

**Location\_Shift\_Break:** Defines the shifts breaks for a specific pharmacy.

<b>shift_id (FK)</b>	int	Shift ID
<b>start_tim</b>	smallint	Start time of the break
<b>end_tim</b>	smallint	End time of the break
<b>break_type</b>	char(2)	Type of break (i.e. lunch, break1, break2)

**Resource\_Shift:** Defines the shift a resource is assigned to for a particular day.

<b>resource_id (FK)</b>	int	Resource (person, machine) ID
<b>day_cde</b>	char(1)	Day of week code
<b>shift_id (FK)</b>	smallint	Shift ID

**Location:** Used to identify a pharmacy.

<b>location_nbr</b>	char(2)	Location identifier. Used to identify the pharmacy
<b>nme</b>	char(20)	Location name

**Resource\_Type\_Task:** Used to list the tasks a resource type can do. For example, Clerical can work in mail, safe, manifesting, etc.

<b>resource_type_code</b>	int	Type of resource
<b>location_task_id (FK)</b>	int	Location Task identifier

**Resource\_Type:** Defines the resource type (i.e. Pharmacist, Clerical, Technician)

<b>resource_type_code</b>	int	Code for type of resource
<b>dsc</b>	char(20)	Description of resource type
<b>category_code</b>	char(2)	Specifies if resource is a person or machine

**Resource\_Type\_Cost:** Defines the resource cost per hour for each resource type

<b>resource_type_code(FK)</b>	int	Code for type of resource
<b>location_nbr</b>	char(2)	Location identifier. Used to identify the pharmacy
<b>cost</b>	real	hourly cost

**Resource\_Task:** A list of the throughput rates for a specific resource in a specific task. For example, John's throughput for mail is 100 units per hour.

<b>resource_id (FK)</b>	int	Resource (person, machine) ID
<b>location_task_id (FK)</b>	int	Location Task identifier
<b>hourly_rate</b>	real	Throughput of resource for a task

**Resource\_Task\_Availability:** A list of task an individual can be assigned to for a specific day. For example, John can do mail, and safe on Monday and mail, checking, and manifesting on Tuesday.

<b>resource_id (FK)</b>	int	Resource (person, machine) ID
<b>location_task_id (FK)</b>	int	Location Task identifier
<b>day_cde</b>	char(1)	Day of week code

**Resource:** Description of the resource.

<b>resource_id</b>	int	Resource (person, machine) ID
<b>location_nbr (FK)</b>	char(2)	Location identifier. Used to identify the pharmacy
<b>resource_type_code (FK)</b>	int	Code for type of resource (i.e. Pharmacist, Clerical, Technician)
<b>first_nme</b>	char(20)	First name of resource
<b>last_nme</b>	char(25)	Last name of resource
<b>status_cde</b>	char(2)	Status code of resource
<b>status_dte</b>	smalldatetime	Effective date of status code

**Resource\_Id:** A list of ID's that can be associated to a resource.

<b>resource_id (FK)</b>	int	Resource (person, machine) ID
<b>id_type_cde (FK)</b>	char(2)	ID type (i.e. WN, RF, SS)
<b>id_value_txt</b>	char(20)	ID value

**Id\_type:** The descriptions for the id\_type\_cde's

<b>id_type_cde</b>	char(2)	ID type (i.e. WN, RF, SS)
<b>dsc</b>	char(20)	Description of codes

**Scenario:** Used to store descriptive information regarding saved output.

<b>scenario_id</b>	int	ID for stored scenario
<b>dsc</b>	char(20)	Description of scenario
<b>work_dte</b>	char(10)	Scenario date
<b>run_tms</b>	smalldatetime	Time scenario was run
<b>status_cde</b>	char(2)	Code for Scenario type (ie. baseline, what-if)
<b>signoff_id</b>	char(8)	ID of responsible party for scenario

**Resource\_Assignment:** Output for the Gantt Chart.

<b>Scenario_id (FK)</b>	int	ID for stored scenario
<b>resource_id (FK)</b>	int	Resource (person, machine) ID
<b>location_task_id (FK)</b>	int	Location Task identifier
<b>start_time</b>	smallint	Start Time
<b>end_time</b>	smallint	End Time

**Period:** A list of the time periods (i.e. 1 - 96 for 15 minute scheduling)

<b>period_id</b>	tinyint	Time period ID
<b>start_tim</b>	smallint	Starting time of period
<b>end_tim</b>	smallint	Ending time of period

**Unit\_Conversion:** The conversion table for one unit of measure to another.

<b>From_unit_cde</b>	int	ID of unit of measure
<b>to_unit_cde</b>	int	ID of unit of measure
<b>conversion_value</b>	real	Conversion value of unit of measure from 'from_unit_cde' to 'to_unit_cde'

**Exception:** Used to store date specific exceptions, such as meetings or vacation.

<b>resource_id (FK)</b>	int	Resource (person, machine) ID
<b>dte</b>	smalldatetime	Effective date of exception
<b>start_tim</b>	smallint	Start time of exception
<b>type_cde(FK)</b>	int	Type of exception (i.e., meeting, vacation)
<b>end_tim</b>	smallint	End time of exception

**Exception\_Type:** Used to store description of the exception type\_cde.

<b>Type_cde</b>	int	Type of exception (i.e., meeting, vacation)
<b>dsc</b>	char(20)	Description of exception type

**Subordinate:** Used to record the supervisor of a task, type or resource.

<b>Resource_id(FK)</b>	int	Supervisor ID
<b>subordinate_id_type_cde(FK)</b>	int	Code (i.e., task, resource, resource_type)
<b>subordinate_id</b>	int	Subordinate ID

**Subordinate\_Type:** Used to store the list of acceptable supervisor codes.

<b>Subordinate_id_type_cde</b>	int	Supervisor of code (i.e., task, resource, resource_type)
<b>dsc</b>	char(20)	Description of code

**Constraints\_type:** A list of the constraint types's (i.e. ratio constraint, min/max constraint)

<b>type_cde</b>	int	Constraint type cde
<b>dsc</b>	char(20)	Description of constraint

**Constraints:** Used to store date specific exceptions, such as meetings or vacation.

<b>constraint_id</b>	int	Unique identifier of constraint
<b>location_nbr</b>	char(2)	Location identifier. Used to identify the pharmacy
<b>type_cde(FK)</b>	int	Constraint type cde

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value_type_cde	int	Constraint value id
dsc	char(20)	Description of constraint number

**Constraints\_value:** A list of the constraint typess (i.e. ratio constraint, min/max constraint)

<b>constraint_id(FK)</b>	int	Unique identifier of constraint
<b>seq_nbr</b>	smallint	Sequence number of constraint value
<b>value_type_cde(FK)</b>	int	Constraint value id
<b>constraint_value</b>	int	Value of constraint referenced by value_type_cde

**Result\_Queue:** A list of the queues and processed amounts at each location for a time period

<b>scenario_id(FK)</b>	int	ID for stored scenario
<b>location_task_id</b>	int	Location Task Identifier
<b>start_time</b>	smallint	Time when queue and processed amount are calculated
<b>queue</b>	int	Queue amount
<b>cum_processed</b>	int	Cumulative amount processed